

EPYX

WORLD KARATE CHAMPIONSHIP.



INSTRUCTION MANUAL
for the Commodore 64®/128™
Game Design and Program by
System Three Software Ltd. ©1985

WORLD KARATE CHAMPIONSHIP

ATARI 800/130 VERSION

The Atari Home computer version of the WORLD KARATE CHAMPIONSHIP has the same instruction manual as the Commodore 64/128, with these exceptions.

The Atari Home Computer version will load automatically. Simply insert the disk in the drive, label side up, turn on your computer. The game will load.

Where the enclosed manual refers to keys F1 to F7, use the following keys instead.

START	To play against the computer
SELECT	To play against another person. The winner then goes against the computer.
S	Turn on the sound effects.
CTRL/S	Turn off the sound effects.
T	Turn on the background music.
CTRL/T	Turn off the background music

Also, if you type ADZM in sequence during the fighting phase, the next international scene will be loaded in from disk. You can also change the speed of the fighters. Type X1 to speed up the game, X2 is normal speed, X3 and X4 are slower.

INTRODUCTION

To follow in the way of karate is not an easy journey. It is a test of the body and the spirit. You will fight in eight international settings, from Sydney, Australia to New York City to Mt. Fuji. You will face tougher and tougher opponents, from white to black belt.

The way of karate is the way of discipline. You must learn precise movements. Footwork, the timing of punches, and an understanding of your opponent's fighting style are all crucial to your survival, and eventual victory.

Be at rest. The frantic mind will not prevail. Learn which moves are more effective against your opponents. Learn when to block, when to strike. Then you, too, will be a master of *WORLD KARATE CHAMPIONSHIP*.

OBJECTIVE

The objective is to defeat your opponent. Against a computer opponent you must be the first to score two or more points. The game ends when the computer defeats you in a bout. Against another person you win if you rack up 12 knockdowns (or, you win if you have more knockdowns when time runs out).

GETTING STARTED

- Set up your Commodore 64/128 as shown in the owner's manual.
- Plug in the joystick as shown in the owner's manual.
- Place the *WORLD KARATE CHAMPIONSHIP* disk in the disk drive with the label side up.
- Turn the computer on.
- With the Fast Load cartridge, press the **C=** (Commodore) key and the **RUN/STOP** key together.
- Without Fast Load, type **Load """,8,1** and press the **RETURN** key.
- Next the screen will prompt you to select one of two settings where you can start fighting.
- To make your game selection, press:

F1 To play against the computer

F3 To play against another person. The winner then goes against the computer.

F5 Turn on/off sound effects.

F7 Turn on/off background music.

(Joystick port 1 -- player in red uniform. Joystick port 2 -- player in white uniform, one player game.)

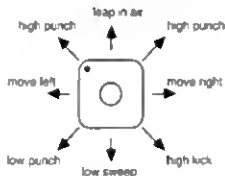
STARTING PLAY

It's suggested you start in the two player mode. While the other fighter stands motionless, try out your moves. Get comfortable with a couple moves, then try someone that fights back.

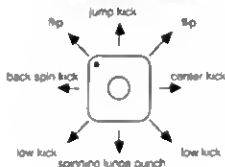
There are a range of punches, kicks and leaps available. You can move left and right, or do a forward or backward somersault. There are a number of punches and kicks: high, medium and low, and others. In all there are 16 choices, based on the eight joystick positions, and whether the button is pressed or not.

If you are facing right, these are your moves (if you are facing left, use the mirror image -- i.e., for the right facing player to kick high you press the joystick down and right; for the left facing player, press down and left).

Button Not Pressed



With Button Pressed



To change your direction, do either a low kick or a high punch in the direction you want to turn to face your opponent. The spinning lunge punch faces you first one direction, then the reverse.

To block strikes to the head or stomach, walk backward – your fighter will block. Blocking against low kicks or sweeps is not possible -- leap out of the way or counterattack.



leap in the air



high punch



high kick



flip



back spin kick



center kick



low punch



low sweep



jump kick



low kick



spinning lunge punch

SCORING

Scores for the white and red player are shown at the top of the screen. Person versus person matches can last 60 seconds, person versus the computer matches last 30 seconds. Watch the karate master in the background -- he flashes the score after each hit or knockdown. You receive match points and score points. Scoring is based on the difficulty and impact of the move. The person who wins this three bout contest goes on to play the computer.

When you play against the computer, match points determine the winner. Match points are either a full or half point. These are indicated by the three dots for each player at the top of the screen, which change from red to a lighter color as you score. If you're tied at two points each, the player who has scored the most points in the round wins. If that score is tied, the judge determines who made the best effort.

When you play against another person, the number of knockdowns determines the winner. These are recorded in the twelve dots at the bottom of the scoreboard. If you reach 12 knockdowns, you win. If time runs out, the player with more knockdowns is the winner. The three dots at the top of the screen keep track of how many bouts each player has won. If both players have an equal number of knockdowns, the scores for that bout determine the winner.

Top players get to enter their name in a list of best players. Push the joystick to change the letters for your initials, press the red button to enter the letter.

When playing against the computer you earn more points for hits executed earlier in the match. As you progress through the rounds you earn higher belts: white, yellow, green, purple, brown and black. Higher points are earned for the more devastating blows: high punch, jump kick, back spin kick.

You earn a full score for a full point hit, and half for a half point hit.

MOVE	FULL POINT	HALF POINT
HIGH PUNCH	800	400
REVERSE HIGH PUNCH	800	400
LOW PUNCH	800	400
SPINNING LUNGE PUNCH	800	400
LOW KICK	200	100
REVERSE LOW KICK	200	100
JUMP KICK	1000	500
BACK SPIN KICK	1000	500
CENTER KICK	200	100
HIGH KICK	800	400
LOW SWEEP	400	200

Between Rounds

Between rounds you must pass tests of skill to advance. To break the bricks with your head, push the joystick forward *immediately* when the master says "Go". Pull back to duck, or forward to leap, to avoid the flying spears and knives.

Tips

Use flips to get behind your opponents, and strike quickly. Your opponent may be slow to turn and face you. It takes precise positioning for your blows to hit home. You can execute several moves without pausing inbetween. Simply move the joystick quickly to your next move before your man goes back to the standing position. This can overwhelm your opponent.

Good fighting!